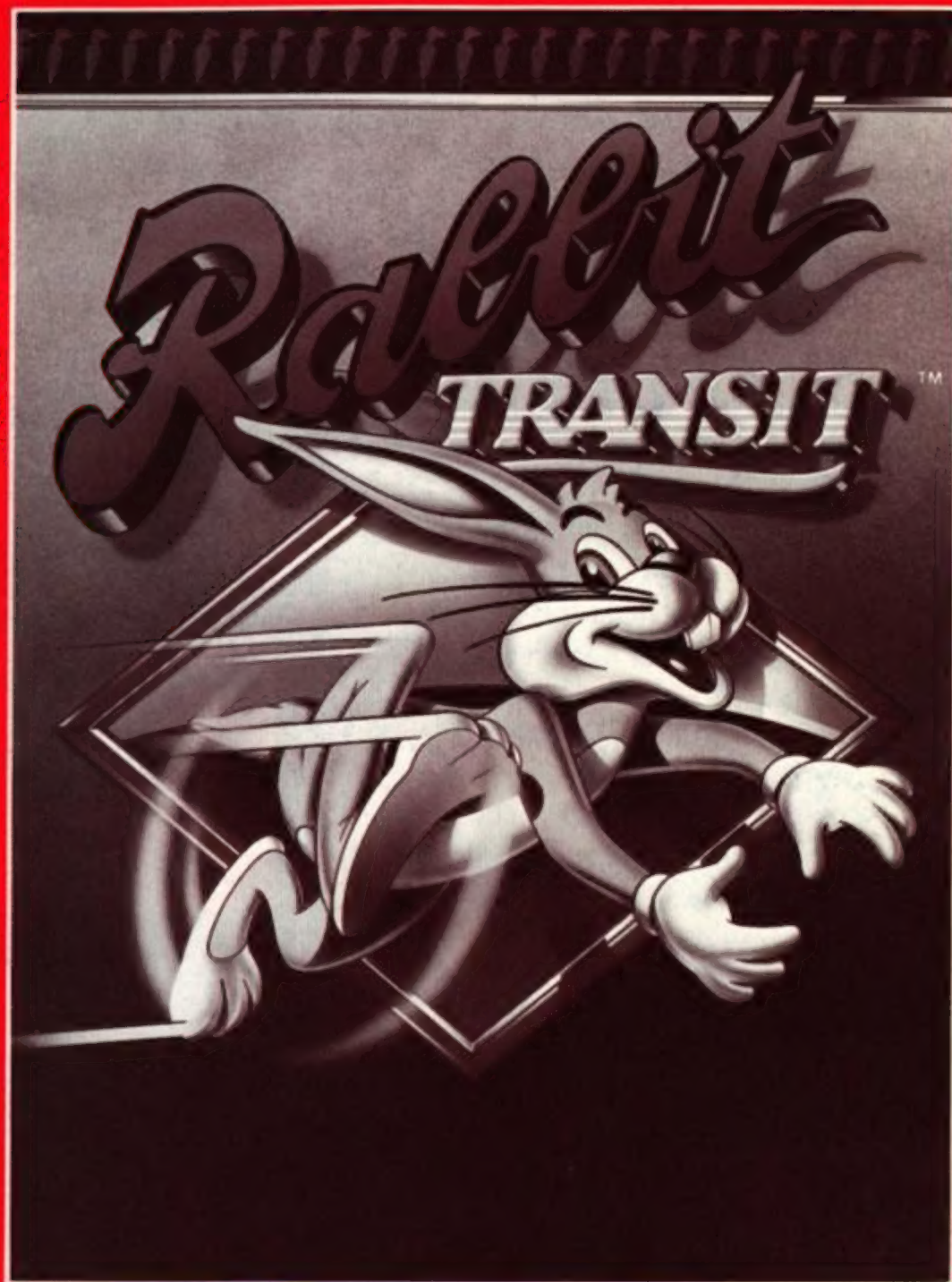


How to Play

8



STARPATHTM
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How to Use the Starpath™ SuperCharger™ System

- ▶ Set up your Atari® Video Computer System™ (or any similar game system that takes Video Computer System game cartridges) according to manufacturer instructions. Use joystick controllers.
- ▶ Make sure power switch is OFF, and insert the Starpath™ SuperCharger™ with label up. Be careful not to force it or to insert it crookedly.
- ▶ Connect the plug on the end of the SuperCharger™ cable to the earphone jack of any cassette recorder/player.* (This jack may also be labeled "monitor," "mon.," "ear," or "output.")
- ▶ For best results, keep the cassette player at least a few inches away from the TV set.
- ▶ Turn the power switch of the game ON. The TV screen should read "REWIND TAPE, PRESS PLAY." If not, turn the power off and check to be sure the system is properly hooked up and the SuperCharger™ is fully inserted.
- ▶ Insert Side A of RABBIT TRANSIT.™ Side A of the cassette is the quick load side; Side B is the standard load side. Some cassette players may not load reliably on the



* If you use a large cassette deck with a "phone" type earphone plug, you may purchase a

quick load side. If so, flip the tape over and use Side B.

Set volume and tone controls near high or maximum.

Press REWIND and wait until the tape stops moving. Now press PLAY.

In a few moments, you will hear the sounds of the game loading and see colored panels fill the screen. A moment later "STOP TAPE" will appear, and you'll be ready to play RABBIT TRANSIT.™



If you have trouble...

- ▶ If the tape player makes a screeching noise, you have not plugged the Supercharger™ cable into the earphone jack.
- ▶ If the tape doesn't move, check the batteries in the cassette player.
- ▶ Rewind the tape completely and try again.
- ▶ Try Side B of the game cassette if Side A won't load properly.

Set volume and tone controls at high or maximum.

- ▶ Move the cassette player farther from the TV set and try again.



Rabbit Transit™

The Object: You are a rabbit trying to get through the Mysterious Meadow and the Land of Ledges to start a family and make it grow.

The Situation: Meadow meanies are trying to prevent you from getting to your friend, the turtle, who will carry you down the river to the Land of Ledges.

Sneaky snakes, bothersome butterflies, chattering choppers and other meanies will send you back to the top of the Meadow or take away one of your chances.

If you avoid all these obstacles and leap atop the turtle, you will go to the Land of Ledges.

Here, you will hop from ledge to ledge, attempting to turn them all into one magic color. But beware of a heartless man who will interfere by dropping rocks and undoing all your hopping efforts.

If you do succeed in changing all the ledges into the magic color, you will go to the Bunny Bushes and start your family.

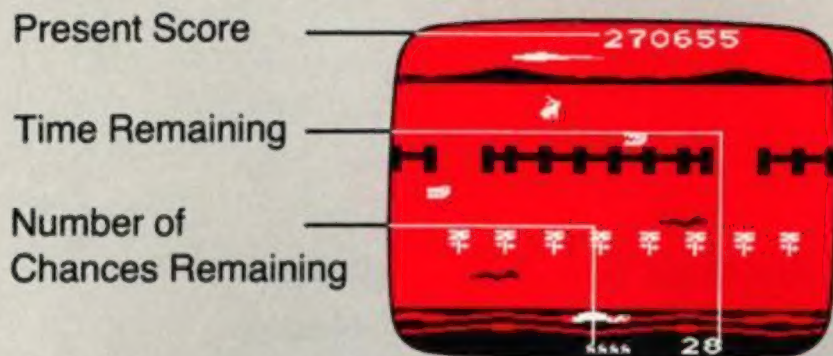
Each level of play consists of three screens:

- ▶ Screen 1: The Mysterious Meadow
- ▶ Screen 2: The Land of Ledges
- ▶ Screen 3: The Bunny Bushes

The Mysterious Meadow

Race as fast as you can through the Mysterious Meadow, down to the river and atop the turtle's back. Your friend will carry you to the Land of Ledges.

On your way to the river, you will face a variety of meanies—snakes, butterflies, choppers and others. The butterflies will send you back to the top of the Meadow. Other meanies will take away one of your chances.



There may be fences in the meadow. You must go through the fence gate to continue your progress. You can only make diagonal jumps in your journey to the river.

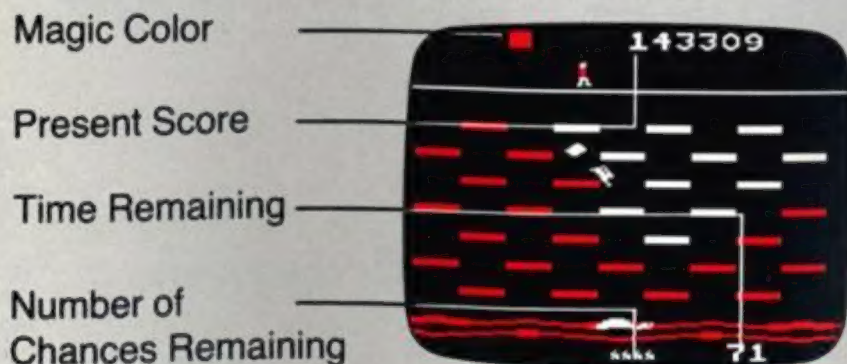
Once you have reached the river and jumped on the turtle's back, he will transport you to the Land of Ledges.

You will lose a chance if the clock runs out before you hop onto the turtle's back. When you return to the Meadow, it will be different and more difficult.

The Land of Ledges

Now your task is to jump from ledge to ledge and change each one to the magic color indicated at the top left of the screen. Be careful of the nasty man throwing rocks at you. If a rock hits you, you'll lose one of your chances.

As the game progresses, the man will start undoing your magic by reversing the colors of ledges



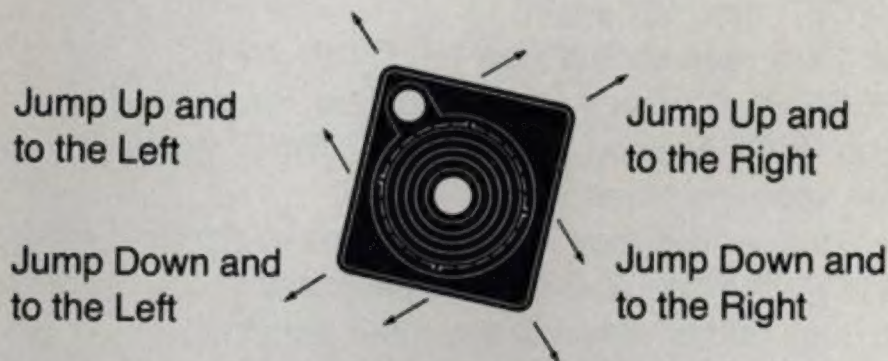
you have already changed. You'll have to retrace your jumps and convert the colors again.

Complete the Land of Ledges screen before time runs out and you'll move to a new screen, the Bunny Bushes.

The Bunny Bushes

In this segment, you have at long last found your mate. This cartoon screen will allow you to stop, rest and watch your family grow before venturing back into the Mysterious Meadow again. (You can skip this screen by pressing the joystick button).

Using the Joystick



The joystick should be held at an angle as shown above. Note that all jumps are made diagonally. This means you cannot jump straight up or down, or directly to the left or right.

Player one's joystick plugs into the left controller jack. Player two's joystick plugs into the right controller jack.

Pressing the button will bypass the Bunny Bushes screen.

Console Switches

Game Select Switch. This switch selects a one or two player game.

Left Difficulty Switch. This switch selects the diffi-

culty level for player one. In the B position the turtle will stay up all the time. In the A position the turtle will submerge and surface. In the A position things will move faster on both screens.

Right Difficulty Switch. Selects the difficulty level for player two.

Game Reset Switch. Press game reset to start a new game.

Color B/W Switch. Not used.

Scoring

Screen 1: The Mysterious Meadow. Points are awarded for jumps to each new row as you advance toward the turtle. Points are also awarded for the time remaining when you reach the turtle, so the faster you reach the turtle, the higher your score.

Screen 2: The Land of Ledges. Points are awarded each time you change a ledge to its magic color. Points are also awarded for the time remaining when the screen is complete.

You must complete each screen before the timer shown in the lower right corner of the screen reaches zero. A warning tone will sound when the timer is almost out. If you do not complete the screen in time, you will lose one of your chances.

An extra chance is awarded at 10,000 points. The number of extra chances remaining is shown at the bottom of the screen.

Tips for Top Scores

Remember to hold the base of the joystick at the correct angle to avoid jumping the wrong direction.

Lure the heartless man toward the center ledges. As soon as he hurls his rock, hop over and change an edge ledge or two. But hurry back to the center ledges before the man returns with another rock.

SuperCharger™

Game Previews

get a preview of other great Starpath™ games, follow these simple instructions:

- ▶ When loading RABBIT TRANSIT,™ be sure to push the STOP button on your cassette player as soon as the TV screen fills with colored panels and the "STOP TAPE" message appears.
- ▶ Don't rewind the tape. When you're ready for a preview, flick the power switch on the game system OFF, then ON again.
- ▶ The TV screen should read "REWIND TAPE, PRESS PLAY." Don't rewind the tape. Simply press PLAY. As soon as the "STOP TAPE" message appears, press STOP.
- ▶ You'll see a "self-play" preview of one exciting Starpath™ game. You can't actually play it (so don't bother pressing any more switches), but you can appreciate the great graphics and game action.
- ▶ To see the next game preview, simply repeat the above instructions. When no more games appear, you have seen all the previews on your cassette.

STARPATH™ takes pride in providing you the finest, most challenging video games available today. We welcome your comments and suggestions for ways to make our game selection even more enjoyable. Please write to: STARPATH™ CONSUMER AFFAIRS DEPT., P.O. Box 209, Santa Clara, CA 95050.

Changing Games

To load another Starpath™ game:

- ▶ Flick the power switch OFF, then ON again.
- ▶ Rewind and replace the cassette with another Starpath™ game cassette.
- ▶ Rewind the tape, then press play.

To remove the SuperCharger™:

- ▶ Turn the power switch OFF.
- ▶ Gently remove the SuperCharger.™



To order games or to locate the dealer nearest you,
call (408) 970-0200.

Limited 90 Day Warranty

STARPATH™ SUPERCHARGER™ and RABBIT TRANSIT™

STARPATH™ CORP. warrants to the original purchaser of this STARPATH™ product that it will be free from defects in materials and workmanship for ninety days from the date of purchase. If this product is discovered to be defective within the warranty period, return to place of purchase for replacement.

This warranty is limited to electronic and mechanical parts within the product. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the product shows signs of, misuse, excessive wear, modifications, or tampering.

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Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair Service

Should your SUPERCHARGER™ require service after the ninety day limited warranty period, a charge of \$15 will be assessed to restore it to full working condition. Send the SUPERCHARGER™ unit, shipping prepaid to:

STARPATH™ SERVICE CENTER
P.O. Box 209
Santa Clara, CA 95050.

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